| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/MetalLookAndFeel.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**PREV CLASS**](http://docs.google.com/javax/swing/plaf/metal/MetalLabelUI.html)   [**NEXT CLASS**](http://docs.google.com/javax/swing/plaf/metal/MetalMenuBarUI.html) | [**FRAMES**](http://docs.google.com/index.html?javax/swing/plaf/metal/MetalLookAndFeel.html)    [**NO FRAMES**](http://docs.google.com/MetalLookAndFeel.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#3znysh7) | [METHOD](#2et92p0) | DETAIL: FIELD | [CONSTR](#4d34og8) | [METHOD](#17dp8vu) |

## **javax.swing.plaf.metal**

Class MetalLookAndFeel

[java.lang.Object](http://docs.google.com/java/lang/Object.html)  
 [javax.swing.LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html)  
 [javax.swing.plaf.basic.BasicLookAndFeel](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html)  
 **javax.swing.plaf.metal.MetalLookAndFeel**

**All Implemented Interfaces:** [Serializable](http://docs.google.com/java/io/Serializable.html)

public class **MetalLookAndFeel**extends [BasicLookAndFeel](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html)

The Java Look and Feel, otherwise known as Metal.

Each of the ComponentUIs provided by MetalLookAndFeel derives its behavior from the defaults table. Unless otherwise noted each of the ComponentUI implementations in this package document the set of defaults they use. Unless otherwise noted the defaults are installed at the time installUI is invoked, and follow the recommendations outlined in LookAndFeel for installing defaults.

MetalLookAndFeel derives it's color palette and fonts from MetalTheme. The default theme is OceanTheme. The theme can be changed using the setCurrentTheme method, refer to it for details on changing the theme. Prior to 1.5 the default theme was DefaultMetalTheme. The system property "swing.metalTheme" can be set to "steel" to indicate the default should be DefaultMetalTheme.

**Warning:** Serialized objects of this class will not be compatible with future Swing releases. The current serialization support is appropriate for short term storage or RMI between applications running the same version of Swing. As of 1.4, support for long term storage of all JavaBeansTM has been added to the java.beans package. Please see [XMLEncoder](http://docs.google.com/java/beans/XMLEncoder.html).

**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html), [DefaultMetalTheme](http://docs.google.com/javax/swing/plaf/metal/DefaultMetalTheme.html), [OceanTheme](http://docs.google.com/javax/swing/plaf/metal/OceanTheme.html)

| **Constructor Summary** | |
| --- | --- |
| [**MetalLookAndFeel**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#MetalLookAndFeel())() |

| **Method Summary** | |
| --- | --- |
| protected  void | [**createDefaultTheme**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#createDefaultTheme())()            Ensures the current MetalTheme is non-null. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getAcceleratorForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getAcceleratorForeground())()            Returns the accelerator foreground color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getAcceleratorSelectedForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getAcceleratorSelectedForeground())()            Returns the accelerator selected foreground color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getBlack**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getBlack())()            Returns the black color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControl**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getControl())()            Returns the control color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControlDarkShadow**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getControlDarkShadow())()            Returns the control dark shadow color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControlDisabled**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getControlDisabled())()            Returns the control disabled color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControlHighlight**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getControlHighlight())()            Returns the control highlight color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControlInfo**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getControlInfo())()            Returns the control info color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControlShadow**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getControlShadow())()            Returns the control shadow color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getControlTextColor**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getControlTextColor())()            Returns the control text color of the current theme. |
| static [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) | [**getControlTextFont**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getControlTextFont())()            Returns the control text font of the current theme. |
| static [MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html) | [**getCurrentTheme**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getCurrentTheme())()            Return the theme currently being used by MetalLookAndFeel. |
| [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) | [**getDefaults**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getDefaults())()            Returns the look and feel defaults. |
| [String](http://docs.google.com/java/lang/String.html) | [**getDescription**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getDescription())()            Returns a short description of this look and feel. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getDesktopColor**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getDesktopColor())()            Returns the desktop color of the current theme. |
| [Icon](http://docs.google.com/javax/swing/Icon.html) | [**getDisabledIcon**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getDisabledIcon(javax.swing.JComponent,%20javax.swing.Icon))([JComponent](http://docs.google.com/javax/swing/JComponent.html) component, [Icon](http://docs.google.com/javax/swing/Icon.html) icon)            Returns an Icon with a disabled appearance. |
| [Icon](http://docs.google.com/javax/swing/Icon.html) | [**getDisabledSelectedIcon**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getDisabledSelectedIcon(javax.swing.JComponent,%20javax.swing.Icon))([JComponent](http://docs.google.com/javax/swing/JComponent.html) component, [Icon](http://docs.google.com/javax/swing/Icon.html) icon)            Returns an Icon for use by disabled components that are also selected. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getFocusColor**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getFocusColor())()            Returns the focus color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getHighlightedTextColor**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getHighlightedTextColor())()            Returns the highlighted text color of the current theme. |
| [String](http://docs.google.com/java/lang/String.html) | [**getID**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getID())()            Returns an identifier for this look and feel. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getInactiveControlTextColor**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getInactiveControlTextColor())()            Returns the inactive control text color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getInactiveSystemTextColor**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getInactiveSystemTextColor())()            Returns the inactive system text color of the current theme. |
| [LayoutStyle](http://docs.google.com/javax/swing/LayoutStyle.html) | [**getLayoutStyle**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getLayoutStyle())()            Returns a LayoutStyle implementing the Java look and feel design guidelines as specified at <http://java.sun.com/products/jlf/ed2/book/HIG.Visual2.html>. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getMenuBackground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getMenuBackground())()            Returns the menu background color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getMenuDisabledForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getMenuDisabledForeground())()            Returns the menu disabled foreground color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getMenuForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getMenuForeground())()            Returns the menu foreground color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getMenuSelectedBackground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getMenuSelectedBackground())()            Returns the menu selected background color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getMenuSelectedForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getMenuSelectedForeground())()            Returns the menu selected foreground color of the current theme. |
| static [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) | [**getMenuTextFont**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getMenuTextFont())()            Returns the menu text font of the current theme. |
| [String](http://docs.google.com/java/lang/String.html) | [**getName**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getName())()            Returns the name of this look and feel. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimaryControl**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getPrimaryControl())()            Returns the primary control color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimaryControlDarkShadow**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getPrimaryControlDarkShadow())()            Returns the primary control dark shadow color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimaryControlHighlight**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getPrimaryControlHighlight())()            Returns the primary control highlight color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimaryControlInfo**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getPrimaryControlInfo())()            Returns the primary control info color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getPrimaryControlShadow**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getPrimaryControlShadow())()            Returns the primary control shadow color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getSeparatorBackground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getSeparatorBackground())()            Returns the separator background color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getSeparatorForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getSeparatorForeground())()            Returns the separator foreground color of the current theme. |
| static [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) | [**getSubTextFont**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getSubTextFont())()            Returns the sub-text font of the current theme. |
| boolean | [**getSupportsWindowDecorations**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getSupportsWindowDecorations())()            Returns true; metal can provide Window decorations. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getSystemTextColor**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getSystemTextColor())()            Returns the system text color of the current theme. |
| static [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) | [**getSystemTextFont**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getSystemTextFont())()            Returns the sytem text font of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getTextHighlightColor**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getTextHighlightColor())()            Returns the text highlight color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getUserTextColor**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getUserTextColor())()            Returns the user text color of the current theme. |
| static [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) | [**getUserTextFont**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getUserTextFont())()            Returns the user text font of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getWhite**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getWhite())()            Returns the white color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getWindowBackground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getWindowBackground())()            Returns the window background color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getWindowTitleBackground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getWindowTitleBackground())()            Returns the window title background color of the current theme. |
| static [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) | [**getWindowTitleFont**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getWindowTitleFont())()            Returns the window title font of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getWindowTitleForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getWindowTitleForeground())()            Returns the window title foreground color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getWindowTitleInactiveBackground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getWindowTitleInactiveBackground())()            Returns the window title inactive background color of the current theme. |
| static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) | [**getWindowTitleInactiveForeground**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getWindowTitleInactiveForeground())()            Returns the window title inactive foreground color of the current theme. |
| protected  void | [**initClassDefaults**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#initClassDefaults(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Populates table with mappings from uiClassID to the fully qualified name of the ui class. |
| protected  void | [**initComponentDefaults**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#initComponentDefaults(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Populates table with the defaults for metal. |
| protected  void | [**initSystemColorDefaults**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#initSystemColorDefaults(javax.swing.UIDefaults))([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)            Populates table with system colors. |
| boolean | [**isNativeLookAndFeel**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#isNativeLookAndFeel())()            Returns false; MetalLookAndFeel is not a native look and feel. |
| boolean | [**isSupportedLookAndFeel**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#isSupportedLookAndFeel())()            Returns true; MetalLookAndFeel can be run on any platform. |
| void | [**provideErrorFeedback**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#provideErrorFeedback(java.awt.Component))([Component](http://docs.google.com/java/awt/Component.html) component)            Invoked when the user attempts an invalid operation, such as pasting into an uneditable JTextField that has focus. |
| static void | [**setCurrentTheme**](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#setCurrentTheme(javax.swing.plaf.metal.MetalTheme))([MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html) theme)            Set the theme used by MetalLookAndFeel. |

| **Methods inherited from class javax.swing.plaf.basic.**[**BasicLookAndFeel**](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html) |
| --- |
| [createAudioAction](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#createAudioAction(java.lang.Object)), [getAudioActionMap](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#getAudioActionMap()), [initialize](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#initialize()), [loadSystemColors](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#loadSystemColors(javax.swing.UIDefaults,%20java.lang.String%5B%5D,%20boolean)), [playSound](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#playSound(javax.swing.Action)), [uninitialize](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#uninitialize()) |

| **Methods inherited from class javax.swing.**[**LookAndFeel**](http://docs.google.com/javax/swing/LookAndFeel.html) |
| --- |
| [getDesktopPropertyValue](http://docs.google.com/javax/swing/LookAndFeel.html#getDesktopPropertyValue(java.lang.String,%20java.lang.Object)), [installBorder](http://docs.google.com/javax/swing/LookAndFeel.html#installBorder(javax.swing.JComponent,%20java.lang.String)), [installColors](http://docs.google.com/javax/swing/LookAndFeel.html#installColors(javax.swing.JComponent,%20java.lang.String,%20java.lang.String)), [installColorsAndFont](http://docs.google.com/javax/swing/LookAndFeel.html#installColorsAndFont(javax.swing.JComponent,%20java.lang.String,%20java.lang.String,%20java.lang.String)), [installProperty](http://docs.google.com/javax/swing/LookAndFeel.html#installProperty(javax.swing.JComponent,%20java.lang.String,%20java.lang.Object)), [loadKeyBindings](http://docs.google.com/javax/swing/LookAndFeel.html#loadKeyBindings(javax.swing.InputMap,%20java.lang.Object%5B%5D)), [makeComponentInputMap](http://docs.google.com/javax/swing/LookAndFeel.html#makeComponentInputMap(javax.swing.JComponent,%20java.lang.Object%5B%5D)), [makeIcon](http://docs.google.com/javax/swing/LookAndFeel.html#makeIcon(java.lang.Class,%20java.lang.String)), [makeInputMap](http://docs.google.com/javax/swing/LookAndFeel.html#makeInputMap(java.lang.Object%5B%5D)), [makeKeyBindings](http://docs.google.com/javax/swing/LookAndFeel.html#makeKeyBindings(java.lang.Object%5B%5D)), [toString](http://docs.google.com/javax/swing/LookAndFeel.html#toString()), [uninstallBorder](http://docs.google.com/javax/swing/LookAndFeel.html#uninstallBorder(javax.swing.JComponent)) |

| **Methods inherited from class java.lang.**[**Object**](http://docs.google.com/java/lang/Object.html) |
| --- |
| [clone](http://docs.google.com/java/lang/Object.html#clone()), [equals](http://docs.google.com/java/lang/Object.html#equals(java.lang.Object)), [finalize](http://docs.google.com/java/lang/Object.html#finalize()), [getClass](http://docs.google.com/java/lang/Object.html#getClass()), [hashCode](http://docs.google.com/java/lang/Object.html#hashCode()), [notify](http://docs.google.com/java/lang/Object.html#notify()), [notifyAll](http://docs.google.com/java/lang/Object.html#notifyAll()), [wait](http://docs.google.com/java/lang/Object.html#wait()), [wait](http://docs.google.com/java/lang/Object.html#wait(long)), [wait](http://docs.google.com/java/lang/Object.html#wait(long,%20int)) |

| **Constructor Detail** |
| --- |

### MetalLookAndFeel

public **MetalLookAndFeel**()

| **Method Detail** |
| --- |

### getName

public [String](http://docs.google.com/java/lang/String.html) **getName**()

Returns the name of this look and feel. This returns "Metal".

**Specified by:**[getName](http://docs.google.com/javax/swing/LookAndFeel.html#getName()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**the name of this look and feel

### getID

public [String](http://docs.google.com/java/lang/String.html) **getID**()

Returns an identifier for this look and feel. This returns "Metal".

**Specified by:**[getID](http://docs.google.com/javax/swing/LookAndFeel.html#getID()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**the identifier of this look and feel

### getDescription

public [String](http://docs.google.com/java/lang/String.html) **getDescription**()

Returns a short description of this look and feel. This returns "The Java(tm) Look and Feel".

**Specified by:**[getDescription](http://docs.google.com/javax/swing/LookAndFeel.html#getDescription()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**a short description for the look and feel

### isNativeLookAndFeel

public boolean **isNativeLookAndFeel**()

Returns false; MetalLookAndFeel is not a native look and feel.

**Specified by:**[isNativeLookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html#isNativeLookAndFeel()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**false

### isSupportedLookAndFeel

public boolean **isSupportedLookAndFeel**()

Returns true; MetalLookAndFeel can be run on any platform.

**Specified by:**[isSupportedLookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html#isSupportedLookAndFeel()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**true**See Also:**[UIManager.setLookAndFeel(javax.swing.LookAndFeel)](http://docs.google.com/javax/swing/UIManager.html#setLookAndFeel(javax.swing.LookAndFeel))

### getSupportsWindowDecorations

public boolean **getSupportsWindowDecorations**()

Returns true; metal can provide Window decorations.

**Overrides:**[getSupportsWindowDecorations](http://docs.google.com/javax/swing/LookAndFeel.html#getSupportsWindowDecorations()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**true**Since:** 1.4 **See Also:**[JDialog.setDefaultLookAndFeelDecorated(boolean)](http://docs.google.com/javax/swing/JDialog.html#setDefaultLookAndFeelDecorated(boolean)), [JFrame.setDefaultLookAndFeelDecorated(boolean)](http://docs.google.com/javax/swing/JFrame.html#setDefaultLookAndFeelDecorated(boolean)), [JRootPane.setWindowDecorationStyle(int)](http://docs.google.com/javax/swing/JRootPane.html#setWindowDecorationStyle(int))

### initClassDefaults

protected void **initClassDefaults**([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)

Populates table with mappings from uiClassID to the fully qualified name of the ui class. MetalLookAndFeel registers an entry for each of the classes in the package javax.swing.plaf.metal that are named MetalXXXUI. The string XXX is one of Swing's uiClassIDs. For the uiClassIDs that do not have a class in metal, the corresponding class in javax.swing.plaf.basic is used. For example, metal does not have a class named "MetalColorChooserUI", as such, javax.swing.plaf.basic.BasicColorChooserUI is used.

**Overrides:**[initClassDefaults](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#initClassDefaults(javax.swing.UIDefaults)) in class [BasicLookAndFeel](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html) **Parameters:**table - the UIDefaults instance the entries are added to **Throws:** [NullPointerException](http://docs.google.com/java/lang/NullPointerException.html) - if table is null**See Also:**[BasicLookAndFeel.initClassDefaults(javax.swing.UIDefaults)](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#initClassDefaults(javax.swing.UIDefaults))

### initSystemColorDefaults

protected void **initSystemColorDefaults**([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)

Populates table with system colors. The following values are added to table:

| Key | Value |
| --- | --- |
| "desktop" | theme.getDesktopColor() |
| "activeCaption" | theme.getWindowTitleBackground() |
| "activeCaptionText" | theme.getWindowTitleForeground() |
| "activeCaptionBorder" | theme.getPrimaryControlShadow() |
| "inactiveCaption" | theme.getWindowTitleInactiveBackground() |
| "inactiveCaptionText" | theme.getWindowTitleInactiveForeground() |
| "inactiveCaptionBorder" | theme.getControlShadow() |
| "window" | theme.getWindowBackground() |
| "windowBorder" | theme.getControl() |
| "windowText" | theme.getUserTextColor() |
| "menu" | theme.getMenuBackground() |
| "menuText" | theme.getMenuForeground() |
| "text" | theme.getWindowBackground() |
| "textText" | theme.getUserTextColor() |
| "textHighlight" | theme.getTextHighlightColor() |
| "textHighlightText" | theme.getHighlightedTextColor() |
| "textInactiveText" | theme.getInactiveSystemTextColor() |
| "control" | theme.getControl() |
| "controlText" | theme.getControlTextColor() |
| "controlHighlight" | theme.getControlHighlight() |
| "controlLtHighlight" | theme.getControlHighlight() |
| "controlShadow" | theme.getControlShadow() |
| "controlDkShadow" | theme.getControlDarkShadow() |
| "scrollbar" | theme.getControl() |
| "info" | theme.getPrimaryControl() |
| "infoText" | theme.getPrimaryControlInfo() |

The value theme corresponds to the current MetalTheme.

**Overrides:**[initSystemColorDefaults](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#initSystemColorDefaults(javax.swing.UIDefaults)) in class [BasicLookAndFeel](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html) **Parameters:**table - the UIDefaults object the values are added to **Throws:** [NullPointerException](http://docs.google.com/java/lang/NullPointerException.html) - if table is null**See Also:**[SystemColor](http://docs.google.com/java/awt/SystemColor.html), [BasicLookAndFeel.getDefaults()](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#getDefaults()), [BasicLookAndFeel.loadSystemColors(javax.swing.UIDefaults, java.lang.String[], boolean)](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#loadSystemColors(javax.swing.UIDefaults,%20java.lang.String%5B%5D,%20boolean))

### initComponentDefaults

protected void **initComponentDefaults**([UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) table)

Populates table with the defaults for metal.

**Overrides:**[initComponentDefaults](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#initComponentDefaults(javax.swing.UIDefaults)) in class [BasicLookAndFeel](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html) **Parameters:**table - the UIDefaults to add the values to **Throws:** [NullPointerException](http://docs.google.com/java/lang/NullPointerException.html) - if table is null

### createDefaultTheme

protected void **createDefaultTheme**()

Ensures the current MetalTheme is non-null. This is a cover method for getCurrentTheme.

**See Also:**[getCurrentTheme()](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getCurrentTheme())

### getDefaults

public [UIDefaults](http://docs.google.com/javax/swing/UIDefaults.html) **getDefaults**()

Returns the look and feel defaults. This invokes, in order, createDefaultTheme(), super.getDefaults() and getCurrentTheme().addCustomEntriesToTable(table).

While this method is public, it should only be invoked by the UIManager when the look and feel is set as the current look and feel and after initialize has been invoked.

**Overrides:**[getDefaults](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#getDefaults()) in class [BasicLookAndFeel](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html) **Returns:**the look and feel defaults**See Also:**[createDefaultTheme()](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#createDefaultTheme()), [BasicLookAndFeel.getDefaults()](http://docs.google.com/javax/swing/plaf/basic/BasicLookAndFeel.html#getDefaults()), [MetalTheme.addCustomEntriesToTable(UIDefaults)](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html#addCustomEntriesToTable(javax.swing.UIDefaults))

### provideErrorFeedback

public void **provideErrorFeedback**([Component](http://docs.google.com/java/awt/Component.html) component)

Invoked when the user attempts an invalid operation, such as pasting into an uneditable JTextField that has focus. The default implementation beeps. Subclasses that wish different behavior should override this and provide the additional feedback.

**Overrides:**[provideErrorFeedback](http://docs.google.com/javax/swing/LookAndFeel.html#provideErrorFeedback(java.awt.Component)) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Parameters:**component - the Component the error occurred in, may be null indicating the error condition is not directly associated with a Component**Since:** 1.4

### setCurrentTheme

public static void **setCurrentTheme**([MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html) theme)

Set the theme used by MetalLookAndFeel.

After the theme is set, MetalLookAndFeel needs to be re-installed and the uis need to be recreated. The following shows how to do this:

MetalLookAndFeel.setCurrentTheme(theme);  
  
 // re-install the Metal Look and Feel  
 UIManager.setLookAndFeel(new MetalLookAndFeel());  
  
 // Update the ComponentUIs for all Components. This  
 // needs to be invoked for all windows.  
 SwingUtilities.updateComponentTreeUI(rootComponent);

If this is not done the results are undefined.

**Parameters:**theme - the theme to use **Throws:** [NullPointerException](http://docs.google.com/java/lang/NullPointerException.html) - if theme is null**See Also:**[getCurrentTheme()](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#getCurrentTheme())

### getCurrentTheme

public static [MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html) **getCurrentTheme**()

Return the theme currently being used by MetalLookAndFeel. If the current theme is null, the default theme is created.

**Returns:**the current theme**Since:** 1.5 **See Also:**[setCurrentTheme(javax.swing.plaf.metal.MetalTheme)](http://docs.google.com/javax/swing/plaf/metal/MetalLookAndFeel.html#setCurrentTheme(javax.swing.plaf.metal.MetalTheme))

### getDisabledIcon

public [Icon](http://docs.google.com/javax/swing/Icon.html) **getDisabledIcon**([JComponent](http://docs.google.com/javax/swing/JComponent.html) component,  
 [Icon](http://docs.google.com/javax/swing/Icon.html) icon)

Returns an Icon with a disabled appearance. This method is used to generate a disabled Icon when one has not been specified. For example, if you create a JButton and only specify an Icon via setIcon this method will be called to generate the disabled Icon. If null is passed as icon this method returns null.

Some look and feels might not render the disabled Icon, in which case they will ignore this.

**Overrides:**[getDisabledIcon](http://docs.google.com/javax/swing/LookAndFeel.html#getDisabledIcon(javax.swing.JComponent,%20javax.swing.Icon)) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Parameters:**component - JComponent that will display the Icon, may be nullicon - Icon to generate disable icon from. **Returns:**Disabled icon, or null if a suitable Icon can not be generated.**Since:** 1.5

### getDisabledSelectedIcon

public [Icon](http://docs.google.com/javax/swing/Icon.html) **getDisabledSelectedIcon**([JComponent](http://docs.google.com/javax/swing/JComponent.html) component,  
 [Icon](http://docs.google.com/javax/swing/Icon.html) icon)

Returns an Icon for use by disabled components that are also selected. This method is used to generate an Icon for components that are in both the disabled and selected states but do not have a specific Icon for this state. For example, if you create a JButton and only specify an Icon via setIcon this method will be called to generate the disabled and selected Icon. If null is passed as icon this method returns null.

Some look and feels might not render the disabled and selected Icon, in which case they will ignore this.

**Overrides:**[getDisabledSelectedIcon](http://docs.google.com/javax/swing/LookAndFeel.html#getDisabledSelectedIcon(javax.swing.JComponent,%20javax.swing.Icon)) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Parameters:**component - JComponent that will display the Icon, may be nullicon - Icon to generate disabled and selected icon from. **Returns:**Disabled and Selected icon, or null if a suitable Icon can not be generated.**Since:** 1.5

### getControlTextFont

public static [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) **getControlTextFont**()

Returns the control text font of the current theme. This is a cover method for getCurrentTheme().getControlTextColor().

**Returns:**the control text font**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getSystemTextFont

public static [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) **getSystemTextFont**()

Returns the sytem text font of the current theme. This is a cover method for getCurrentTheme().getSystemTextFont().

**Returns:**the system text font**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getUserTextFont

public static [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) **getUserTextFont**()

Returns the user text font of the current theme. This is a cover method for getCurrentTheme().getUserTextFont().

**Returns:**the user text font**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getMenuTextFont

public static [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) **getMenuTextFont**()

Returns the menu text font of the current theme. This is a cover method for getCurrentTheme().getMenuTextFont().

**Returns:**the menu text font**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getWindowTitleFont

public static [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) **getWindowTitleFont**()

Returns the window title font of the current theme. This is a cover method for getCurrentTheme().getWindowTitleFont().

**Returns:**the window title font**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getSubTextFont

public static [FontUIResource](http://docs.google.com/javax/swing/plaf/FontUIResource.html) **getSubTextFont**()

Returns the sub-text font of the current theme. This is a cover method for getCurrentTheme().getSubTextFont().

**Returns:**the sub-text font**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getDesktopColor

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getDesktopColor**()

Returns the desktop color of the current theme. This is a cover method for getCurrentTheme().getDesktopColor().

**Returns:**the desktop color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getFocusColor

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getFocusColor**()

Returns the focus color of the current theme. This is a cover method for getCurrentTheme().getFocusColor().

**Returns:**the focus color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getWhite

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getWhite**()

Returns the white color of the current theme. This is a cover method for getCurrentTheme().getWhite().

**Returns:**the white color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getBlack

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getBlack**()

Returns the black color of the current theme. This is a cover method for getCurrentTheme().getBlack().

**Returns:**the black color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getControl

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControl**()

Returns the control color of the current theme. This is a cover method for getCurrentTheme().getControl().

**Returns:**the control color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getControlShadow

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControlShadow**()

Returns the control shadow color of the current theme. This is a cover method for getCurrentTheme().getControlShadow().

**Returns:**the control shadow color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getControlDarkShadow

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControlDarkShadow**()

Returns the control dark shadow color of the current theme. This is a cover method for getCurrentTheme().getControlDarkShadow().

**Returns:**the control dark shadow color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getControlInfo

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControlInfo**()

Returns the control info color of the current theme. This is a cover method for getCurrentTheme().getControlInfo().

**Returns:**the control info color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getControlHighlight

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControlHighlight**()

Returns the control highlight color of the current theme. This is a cover method for getCurrentTheme().getControlHighlight().

**Returns:**the control highlight color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getControlDisabled

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControlDisabled**()

Returns the control disabled color of the current theme. This is a cover method for getCurrentTheme().getControlDisabled().

**Returns:**the control disabled color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getPrimaryControl

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimaryControl**()

Returns the primary control color of the current theme. This is a cover method for getCurrentTheme().getPrimaryControl().

**Returns:**the primary control color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getPrimaryControlShadow

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimaryControlShadow**()

Returns the primary control shadow color of the current theme. This is a cover method for getCurrentTheme().getPrimaryControlShadow().

**Returns:**the primary control shadow color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getPrimaryControlDarkShadow

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimaryControlDarkShadow**()

Returns the primary control dark shadow color of the current theme. This is a cover method for getCurrentTheme().getPrimaryControlDarkShadow().

**Returns:**the primary control dark shadow color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getPrimaryControlInfo

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimaryControlInfo**()

Returns the primary control info color of the current theme. This is a cover method for getCurrentTheme().getPrimaryControlInfo().

**Returns:**the primary control info color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getPrimaryControlHighlight

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getPrimaryControlHighlight**()

Returns the primary control highlight color of the current theme. This is a cover method for getCurrentTheme().getPrimaryControlHighlight().

**Returns:**the primary control highlight color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getSystemTextColor

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getSystemTextColor**()

Returns the system text color of the current theme. This is a cover method for getCurrentTheme().getSystemTextColor().

**Returns:**the system text color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getControlTextColor

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getControlTextColor**()

Returns the control text color of the current theme. This is a cover method for getCurrentTheme().getControlTextColor().

**Returns:**the control text color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getInactiveControlTextColor

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getInactiveControlTextColor**()

Returns the inactive control text color of the current theme. This is a cover method for getCurrentTheme().getInactiveControlTextColor().

**Returns:**the inactive control text color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getInactiveSystemTextColor

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getInactiveSystemTextColor**()

Returns the inactive system text color of the current theme. This is a cover method for getCurrentTheme().getInactiveSystemTextColor().

**Returns:**the inactive system text color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getUserTextColor

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getUserTextColor**()

Returns the user text color of the current theme. This is a cover method for getCurrentTheme().getUserTextColor().

**Returns:**the user text color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getTextHighlightColor

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getTextHighlightColor**()

Returns the text highlight color of the current theme. This is a cover method for getCurrentTheme().getTextHighlightColor().

**Returns:**the text highlight color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getHighlightedTextColor

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getHighlightedTextColor**()

Returns the highlighted text color of the current theme. This is a cover method for getCurrentTheme().getHighlightedTextColor().

**Returns:**the highlighted text color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getWindowBackground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getWindowBackground**()

Returns the window background color of the current theme. This is a cover method for getCurrentTheme().getWindowBackground().

**Returns:**the window background color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getWindowTitleBackground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getWindowTitleBackground**()

Returns the window title background color of the current theme. This is a cover method for getCurrentTheme().getWindowTitleBackground().

**Returns:**the window title background color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getWindowTitleForeground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getWindowTitleForeground**()

Returns the window title foreground color of the current theme. This is a cover method for getCurrentTheme().getWindowTitleForeground().

**Returns:**the window title foreground color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getWindowTitleInactiveBackground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getWindowTitleInactiveBackground**()

Returns the window title inactive background color of the current theme. This is a cover method for getCurrentTheme().getWindowTitleInactiveBackground().

**Returns:**the window title inactive background color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getWindowTitleInactiveForeground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getWindowTitleInactiveForeground**()

Returns the window title inactive foreground color of the current theme. This is a cover method for getCurrentTheme().getWindowTitleInactiveForeground().

**Returns:**the window title inactive foreground color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getMenuBackground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getMenuBackground**()

Returns the menu background color of the current theme. This is a cover method for getCurrentTheme().getMenuBackground().

**Returns:**the menu background color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getMenuForeground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getMenuForeground**()

Returns the menu foreground color of the current theme. This is a cover method for getCurrentTheme().getMenuForeground().

**Returns:**the menu foreground color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getMenuSelectedBackground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getMenuSelectedBackground**()

Returns the menu selected background color of the current theme. This is a cover method for getCurrentTheme().getMenuSelectedBackground().

**Returns:**the menu selected background color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getMenuSelectedForeground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getMenuSelectedForeground**()

Returns the menu selected foreground color of the current theme. This is a cover method for getCurrentTheme().getMenuSelectedForeground().

**Returns:**the menu selected foreground color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getMenuDisabledForeground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getMenuDisabledForeground**()

Returns the menu disabled foreground color of the current theme. This is a cover method for getCurrentTheme().getMenuDisabledForeground().

**Returns:**the menu disabled foreground color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getSeparatorBackground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getSeparatorBackground**()

Returns the separator background color of the current theme. This is a cover method for getCurrentTheme().getSeparatorBackground().

**Returns:**the separator background color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getSeparatorForeground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getSeparatorForeground**()

Returns the separator foreground color of the current theme. This is a cover method for getCurrentTheme().getSeparatorForeground().

**Returns:**the separator foreground color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getAcceleratorForeground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getAcceleratorForeground**()

Returns the accelerator foreground color of the current theme. This is a cover method for getCurrentTheme().getAcceleratorForeground().

**Returns:**the separator accelerator foreground color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getAcceleratorSelectedForeground

public static [ColorUIResource](http://docs.google.com/javax/swing/plaf/ColorUIResource.html) **getAcceleratorSelectedForeground**()

Returns the accelerator selected foreground color of the current theme. This is a cover method for getCurrentTheme().getAcceleratorSelectedForeground().

**Returns:**the accelerator selected foreground color**See Also:**[MetalTheme](http://docs.google.com/javax/swing/plaf/metal/MetalTheme.html)

### getLayoutStyle

public [LayoutStyle](http://docs.google.com/javax/swing/LayoutStyle.html) **getLayoutStyle**()

Returns a LayoutStyle implementing the Java look and feel design guidelines as specified at <http://java.sun.com/products/jlf/ed2/book/HIG.Visual2.html>.

**Overrides:**[getLayoutStyle](http://docs.google.com/javax/swing/LookAndFeel.html#getLayoutStyle()) in class [LookAndFeel](http://docs.google.com/javax/swing/LookAndFeel.html) **Returns:**LayoutStyle implementing the Java look and feel design guidelines**Since:** 1.6 **See Also:**[LayoutStyle.getInstance()](http://docs.google.com/javax/swing/LayoutStyle.html#getInstance())

| | [**Overview**](http://docs.google.com/overview-summary.html) | [**Package**](http://docs.google.com/package-summary.html) | **Class** | [**Use**](http://docs.google.com/class-use/MetalLookAndFeel.html) | [**Tree**](http://docs.google.com/package-tree.html) | [**Deprecated**](http://docs.google.com/deprecated-list.html) | [**Index**](http://docs.google.com/index-files/index-1.html) | [**Help**](http://docs.google.com/help-doc.html) | | --- | --- | --- | --- | --- | --- | --- | --- | | | ***Java™ Platform***  ***Standard Ed. 6*** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**PREV CLASS**](http://docs.google.com/javax/swing/plaf/metal/MetalLabelUI.html)   [**NEXT CLASS**](http://docs.google.com/javax/swing/plaf/metal/MetalMenuBarUI.html) | [**FRAMES**](http://docs.google.com/index.html?javax/swing/plaf/metal/MetalLookAndFeel.html)    [**NO FRAMES**](http://docs.google.com/MetalLookAndFeel.html)     [**All Classes**](http://docs.google.com/allclasses-noframe.html) |
| SUMMARY: NESTED | FIELD | [CONSTR](#3znysh7) | [METHOD](#2et92p0) | DETAIL: FIELD | [CONSTR](#4d34og8) | [METHOD](#17dp8vu) |

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For further API reference and developer documentation, see [Java SE Developer Documentation](http://docs.google.com/webnotes/devdocs-vs-specs.html). That documentation contains more detailed, developer-targeted descriptions, with conceptual overviews, definitions of terms, workarounds, and working code examples.

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